
Subject: OT-Logic question

Posted by [Gantt Kushner](#) on Thu, 25 Oct 2007 00:13:10 GMT

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tp://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=

A=3D

>=3

Subject: Re: OT-Logic question

Posted by [Ab](#) on Thu, 25 Oct 2007 07:10:32 GMT

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;> There are people on every forum that state haphazard opinions and hyperbole.

>>> The key is to know the ones to regard, and the ones to take with a big grain

>>> of salt. :-)

>>>

>>> The demos sound good, but imho, a 480, 960, TC or KSP8 impulse convolution

>>> sounds clearer and smoother (e.g. more like the real thing). Breverb sounds

>>> a bit foggy and smeared to me, even for the marketing hype. Certainly a

>>> step up from plugin reverbs in years past, but standards are higher now.

>>>

>>> Dedric

>>>

>>> It's in range with SonitusFX reverb - better than most, b

Subject: Re: OT-Logic question

Posted by [Ted Gerber](#) on Thu, 25 Oct 2007 12:41:56 GMT

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size=3D3D3D3D2> </DIV>
><DIV><FONT =3D3D

> > >>>face=3D3D3D3DArial=3D3D20

> > >>> =3D3D

> > >>>size=3D3D3D3D2>Anyone?</DIV>
><DIV><FONT=3D3D

> > >>>=3D3D20

> > >>> size=3D3D3D3D2>

I choose Polesoft Lockspam to fight =
>=3D3D

> > >>>spam,=3D3D20

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>A=3D
> >=3D3D
> > >>>=3

Subject: Re: OT-Logic question

Posted by [Gantt Kushner](#) on Thu, 25 Oct 2007 13:42:01 GMT

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I don't know =3D
> >what I'll=3D20
> > do this time.
>>> Rod
>>> "Tom =3D
> >Bruhl"=3D20
> > >>> =3D
> >>http://www.polesoft.com/refer.html =3D20
> > =3D3D20
>>> >
>>> =3D
> >><!DOCTYPE HTML=3D20
> > PUBLIC "-//W3C//DTD HTML 4.0 =3D
> >Transitional//EN">
>>> =3D20
> > ><HTML><HEAD>
>>> ><META=3D20
> > http-equiv=3D3D3D3DContent-Type content=3D3D3D3D"text/html; =3D
> >=3D3D3D
>>> =3D20
> > >charset=3D3D3D3Diso-8859-1">
>>> ><META=3D20
> > content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D20
> > name=3D3D3D3DGENERATOR>
>>> =3D20
> > ><STYLE></STYLE>
>>> =3D20
> > ></HEAD>
>>> ><BODY=3D20
> > bgColor=3D3D3D3D#fffff>
>>> =3D
> >><DIV><FONT=3D20
> > face=3D3D3D3DArial size=3D3D3D3D2>I have to assume it works=3D20
> > =3D3D3D
>>> >and =3D
> >sounds=3D3D3D20
>>> >good.=3D20
> > Anyone</DIV>
>>> =3D
> >><DIV><FONT=3D20
> > face=3D3D3D3DArial size=3D3D3D3D2>tried it with Paris yet? I =3D
> >know
>>>=3D20
> > =3D3D
>>>=3D3D3D
>>> >Rod=3D20
> > said=3D3D3D20
>>> =3D20
> > >that</DIV>
>>> =3D20

> > ><DIV><FONT face=3D3D3D3DArial

Subject: Re: OT-Logic question

Posted by [Ted Gerber](#) on Thu, 25 Oct 2007 20:16:24 GMT

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gio@comcast.net" target="_blank">arpeggio@comcast.net>=20
=3D
>
> =20
wrote:
>
>& a mp;lt;BR>>& I have to assume =
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works and sounds =3D
>good. =3D20
> =20
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>& tried it with Paris yet? I know Rod said=20
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>& that
>& 4.7=3D20
> and up won't =
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stereo with plugins anymore.
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>& really want=3D20
> that thing!!! \$50 off =
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deal.
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>& Any one?
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>& I=20
choose Polesoft =3D
>& Lockspam=3D20
> to fight =
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>& you?
>& http://www.polesoft.com/refer.html=20
=3D20
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>
>& !DOCTYPE =
HTML PUBLIC=20
"-//W3C//DTD HTML 4.0=3D20
> =20
=
Transitional//EN" >
>
>& HTML>
>& HEAD>
>&=
<META=3D20
> =20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20
> =20
=
=3D3D
>& charset=3D3D3DISO-8859-1">
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>& META=20
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>& content=3D3D3D"MSHTML=3D20
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6.00.2800.1400">
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> >name=3D3D3DGENERATOR>
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>& /HEA=3D
> >D>
>& BODY=3D20
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> =20
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> have to assume =
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sounds=3D3D20
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